LEGO Extreme Team
Story FMV v1.2

(incorporating Sam Fays suggestions 03/04/2000 and 04/04/2000)
Humour edits in Red

Opening cut show's Cam hard at work in here garage at home. From behind her two shadowy figures approach silently. As they close in one knock's over an oilcan, Cam spin's and Scream's. Fade to black. <Note: If animation time runs over, this can be cut and shown during Dirk Bricks briefing.>

Title shot

Variant on the James Bond title-sequence.... Except its more `Legoified`. The circle enters from the left and centres on Ray. He turns and points his Ray gun at the Camera before realising what's pointing at him. He then walks towards the Camera. The circle is a very small, tubular Lego piece, which Ray then picks up and clips to his Ray gun (in the same way you would fit a clip in the handle of a pistol). Title Logo then impacts, before fading through to white again.

Ray enters the Extreme Team's headquarters. Everyone is there, except Cam. As Ray walks towards the control room, the members of the extreme team nod and acknowledge his presence. In the control room we see Ray enter from behind a large metallic door. He sits down in a large leather chair, swings round and activates a button.

The large screen in front of him flashes into life, revealing the silhouetted figure of Dirk Brick.

"Ray, the unthinkable has happened, Cam has been kidnapped by Ogel and he's holding her in his secret island base. You must rescue Cam before Ogel transforms her into a mindless skeleton. Oh, and Ray... Good luck."

(Note: This dialog will be represented by the character gestures and the now standard Lego-none-sense-speak (to avoid real language and translation issues). The point of the conversation will be shown by means of a CCTV-style video of Cams kidnap, followed by symbols at the bottom of Dirk Bricks monitor.

"I'm on it boss. I'll rescue Cam and stop that fiend Ogel once and for all."

(Note: Again, this is represented in gesture)

Cut to outside view of the HQ. A secret wall slides up and from an underground car park Ray zooms onto the road. Buzz and PIP are also in the car.

As he pulls away from a side street, Ray spots one of Dr.Ogels skeleton Drones spying on the Action Team headquarters. Weelie-ing as he does so, the skeleton screams off on his motorbike, closely followed by Ray, Pip and Buzz. As the skeleton biker suddenly turn's tail and make's a break for it, Buzz leans out of the window and fires a coil of his electric cable towards and around a near by lamppost, causing the car to skid and U-turn in the direction of the escaping bike.

<humour element option1> As the electricity coil hits the lamp-post, it brushes past a pedestrian mini-figure, who gets a quick shock, before running off singed.

<humour element option2> As the electricity coil lashes round the lamp-post, the camera cuts to a workman sat at the top of the post, doing repairs to some wiring. The post shakes as the coil hits it, and he slides down off-camera with a worried look on his face.

<humour element option3> As the electricity coil lashes round the lamp-post, it straps a pedestrian to the lamp-post also! The pedestrian strains with the coil round him, but is unhurt.

Pip then hits another labelled switch in the car, firing a tracking device from the front of Ray's car onto the biker.

<humour element> The tracking device hits the back of the skeleton drone's helmet, knocking the visor and front piece down in front of the biker's eyes. As a result, the biker swerves and wobbles his way down the road.

Inside the car Ray activates his Tracking device to follow the biker, we see a HUD appear in front of him showing a map and flashing dot for the bike.

<humour element> following on from the previous shot, the bike's radar blip snakes its way down the road, swerving all over the place.

We see it approaching an icon representing the airport. Ray floor's it and we end the cut by seeing him vanish over a hill, giving chase.

Cut to the shadowed figure of Dr.Ogel in his Control room, a large screen in front of him is showing the bikers being beaten by Ray. Ogel slam's his hand down and he looks very mad.

Cut back to Ray. He arrives at the airport and has just got out of his car. In the background we can make out the biker skeleton heading towards a helicopter guarded by other skeleton drones. Close shot on Ray, Buzz and Pip as they ponder what to do. Pip whistles to distract the two nearest guarding skeleton drones and makes off for one of the outbuildings. The guards shout the order for her to stop before running off in pursuit. Meanwhile, Buzz and Ray hop into the back of a passing luggage cart, pulling a tarpaulin up to conceal themselves.

The cart drives on towards to Skeleton's Helicopter and as it drives past, Ray jumps and manages to grasp one of the helicopter's ski struts.

<Humour element> Ray zips himself into a suitcase, leaving one hand sticking out. Buzz pushes the case off the luggage cart as it drives past. The case bounces and hops its way towards the helicopter, where rays hand then reaches up and grabs the a ski-strut.

Cut back to Ogel's hideout. Once again we see Ogel looking more irate than before watching footage of ray avoiding his skeleton drone henchmen. Ogel waves his arms about in frustration and smashes them down on the controls in front of him, breaking the monitor as he does so.

We now see the helicopter approaching a small volcanic island. Out of one side of the volcano sticks a futuristic looking base. We see Ray peering towards it through his Extreme Binoculars. Quick cut of skeletons milling about on the landing pad, preparing for the helicopter's arrival (as seen through Ray's view from the binoculars). Closing his eyes, Ray leaps from the helicopter towards the sea below.

<slow cross-fade to show the passing of time>

Ray climbs out of the water into a large, heavily guarded room. He sneaks out and shelters behind a large collection of crates near a door. He pops on his X-RAY specs and starts to scan the area around him. He can make out the figure of Cam some distance away, she is being guarded by several skeletons. Ray takes off his specs and head through the door into a series of twisty corridors. He then stops outside a door marked 'Jail'.

Ray looks through the keyhole to see two skeleton guards sitting with their feet up on the desk, laughing. Ray whistles through the keyhole to attract their attention. The Skeletons look at each other momentarily before motioning towards the door. Just as they are about to open it, Ray smashes the door down on top of the skeletons, bursting in heroically as he does so. As the door crushes the skeleton drones, their mind control orbs pop out and implode.

(The skeleton drones turn back into regular mini-figures, who then get up and wander out of the door, dazed.)

Ray motions to Cam, who is imprisoned behind bars, to stand back and take cover. Ray then produces his Ray gun and blasts the lock of the door. Cam runs through and gives Ray a quick hug.

<Humour element> Not sure about this one as it makes Ray look not-quite-so-perfect.
As Ray crashes through the jail door, crushing the two skeleton drone guards as he does so, the jail key bounces in through the bars and towards Cam. Ray then motions to Cam suggesting she stands back and takes cover. Ray then blasts away at the lock with his Ray gun, but to little effect. While he's blasting, the Camera pans out to show Cam holding the jail key and making an exasperated expression that suggests ... `tsk... MEN!'

Rays watch beeps and we see Dirk appear on its screen, "OK Ray now its time to take down Ogel himself, head to his control room, I'll send the directions, the rest is up to you."

Following large arrow on Rays watch face, Ray and Cam make their way towards the control room. The alarm has been raised, lights are flashing and skeleton guards seem to be rushing everywhere. Ray and Cam sneaking past the guards by hiding behind boxes and crates and approach Ogel's control room. **(Camera does a few `quick` takes here of action-jumping over one crate to hide behind another, `frogging` from behind one filing cabinet to another, crawling along pipes etc)**

We see the door open from the inside of the room and Ray and Cam step boldly in. Ogel (still in shadow) spins around and looks very shocked to see the pair have made it this far.

"OK, the games up Ogel, I'm taking you in." Ray orders, as he steps forward, laser targeted on Ogel.

<humour element> As Ray and Cam burst through the door, they squash a guard who was standing behind it. As the conversation ensues between our heroes and Dr.Ogel, the guard staggers out, off camera, with birds tweeting above his head.

Dr.Ogel stands up and walks forward a pace or two.

(Note. Ogel will be lit very strongly from above, with no light directly upon him. He will remain in shadow throughout.)

As Dr.Ogel starts to put up his hands, we see his foot lower onto a hidden button on the floor. Pressuring down, it turns red and clicks.

Ogel starts to laugh... Ray and Cam pass confused glances to each other. All of a sudden, a Perspex screen shoots up between Ogel and our heroes, the roof above Ogel opens and he rockets upwards through opening.

Cut to view from above as Ogel's rocket seat propels him upwards, past the camera, laughing as he does so.

Fade through to black.
FMV end
Game start.